



Road to the Afterlife

StatBlocks for 5e campaigns

Great
Grimoire

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Anubis, God of the Afterlife

His homeland is decay. The horde of jackals is creeping around his residence. Tired of the mortal coil, Anubis withdrew to the Underworld and declared himself the Lord of the Sacred Land.

Abandoned, not willing to wait till their dying hours, the high priests were ready and willing to find a new deity to devote their prayers to...

The Scorpion Goddess welcomed them. Passionate, hot-eyed, and turbulent, she was the opposite of impartial and imperturbable Anubis.

The storm is coming. Rampant and violent, it will tear the status quo. Its growling will resound throughout the halls of the Underworld.



Anubis, God of the Afterlife

Large celestial, True neutral

Armor class 18 (natural armor, shield)

Hit points 171 (18d10 + 72)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Str +10, Wis +11

Skills Athletics +10, Intimidation +10, Medicine +11, Religion +10

Damage Resistances necrotic, radiant

Condition Immunities charmed, frightened, unconscious

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If Anubis fails a saving throw, it can choose to succeed instead.

Restoration. After being destroyed, Anubis gains a new body in shape of a mummy if its heart is intact. Anubis, Reborn appears inside his sarcophagus and becomes active within 24 hours. In 3 more days, Anubis, Reborn completely transforms back into Anubis, God of the Afterlife.

Guardian of the Scales. Any creature within 60 feet radius of Anubis is compelled to reply if asked a direct question by Anubis and cannot avoid answering that question. Any creature within 60 feet radius of Anubis that intends to speak a deliberate lie must make a Charisma saving throw against DC 18. On a failed save, the creature must speak truthfully instead.

Spellcasting. Anubis is a 10th-level Spellcaster. Its Spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Anubis has the following Cleric Spells prepared:

- Cantrips (at will): Toll the Dead, Sacred Flame, Decompose
- 1st Level (4 slots): Ceremony, Command, Protection from Evil and Good
- 2nd Level (3 slots): Hold Person, Silence, Blindness/Deafness
- 3rd Level (3 slots): Speak with Dead, Spirit Shroud
- 4th Level (3 slots): Banishment, Death Ward
- 5th Level (2 slots): Geas, Dispel Evil and Good
- 6th Level (1 slot): Forbiddance

Actions

Multiattack. Anubis makes one Disarming attack and two Khopesh strikes.

Disarming Attack. Melee Weapon Attack: +10 to hit, one target. Hit: 6 (1d6 + 5) slashing damage. If this attack hits, the target must make a strength saving throw against DC 16. On a failed save, the target drops one wielded object chosen by Anubis.

The object lands up to 10 feet away from the target.

Khopesh strike. Melee Weapon Attack: +10 to hit, one target. Hit: 11 (2d6 + 5) slashing damage.

Reactions

Shield Shove. When a creature makes an unsuccessful attack against Anubis, he may force that creature to move to a space of his choice up to 10 feet away. To do so, Anubis must be wielding a shield.

Legendary Actions

Anubis, God of the Afterlife can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Anubis regains spent legendary actions at the start of its turn.

Blinding Dust. Blinding dust and sand swirls magically around Anubis. Each creature within 5 feet of Anubis must succeed on a DC 16 Constitution saving throw or be blinded until the end of creature's next turn.

Move. Anubis moves up to his speed without provoking opportunity attacks.

Judgment (Costs 2 Actions). Anubis mentally reaches into subconscious of target humanoid creature he can see within 60 feet radius to awaken memories of their gravest sins or regrets. The target must make a Wisdom saving throw. On a failed save, the target takes 5d10 psychic damage and is paralyzed until the end of its next turn. On a successful save, the target takes half as much damage and is not paralyzed.



Selket, Goddess of the Dead

Life and death are innately intertwined. Human life starts with birth, during which we suffer. The end of our life is death, during which we also suffer. The Gods of the dead made us believe that we will be granted the gift of immortality, although not every person is worthy and deserving. Or so they say. Our deeds are judged, our minds are infiltrated, our hearts are weighed up.

But what if we flip the script? What if we take the fate of the afterlife into our own hands? Let them Gods be furious, let them regret abandoning us! The only true arbiter of death is the Scorpion Goddess herself. She who bestowed the power of resurrection on us. She who defied the laws of Anubis himself.



Selket, Goddess of the Dead

Medium humanoid, Chaotic neutral

Armor class 18

Hit points 255 (30d8 + 120)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	22 (+6)	16 (+3)	20 (+5)

Saving Throws Int +11, Wis +8

Skills Arcana +11, Deception +10, Insight +8, Perception +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, deafened, frightened, poisoned

Senses passive Perception 18

Languages Common

Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If Selket fails a saving throw, she can choose to succeed instead.

Innate Spellcasting (1/Day). Selket can innately cast finger of death (spell save DC 18). Her spellcasting ability is Charisma.

Throne of the Underworld Queen. While Selket sits atop her scorpion throne, she gains the following abilities:

Catch Missile (1/round): When Selket is hit with a ranged attack, she can reduce the damage dealt with this attack to 0. This attack also loses any additional effects that would activate on hitting target.

Pincer Block (1/round): When Selket is hit with a melee attack, she can reduce the damage dealt with this attack to 0. This attack also loses any additional effects that would activate on hitting target.

Sting: When Selket chooses to take an attack of opportunity, she makes an additional sting attack.

Skitter: Selket can move her scorpion throne to up to 15 feet without provoking opportunity attacks.

Spellcasting. Spellcasting. Selket is a 15th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Selket has the following sorcerer spells prepared:

Cantrips (at will): blade ward, friends, mage hand, message, poison spray, prestidigitation

1st level (4 slots): charm person, earth tremor, thunderwave

2nd level (3 slots): web, wither and bloom

3rd level (3 slots): counterspell, slow

4th level (3 slots): sickening radiance, vitriolic sphere

5th level (3 slots): enervation

6th level (3 slots): eyebite, globe of invulnerability

7th level (3 slots): power word: pain

8th level (3 slots): Abi-Dalzim's horrid wilting

Actions

Multiattack. Selket makes two melee attacks with her claws and one sting attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit: 9 (2d4 + 4) slashing damage plus 7 (2d6) poison damage.

Sting. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit: 11 (2d6 + 4) piercing damage. The target makes a 18 DC constitution saving throw, taking 21 (6d6) poison damage and poisoned status on a failed throw or half as much on successful throw.

Legendary Actions

Selket can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Selket regains spent legendary actions at the start of its turn.

Summon Pincer. A large scorpion pincer appears from the ground at a point within 60 ft. radius. It lasts until destroyed or until another pincer is summoned.

Make a melee attack on a target within range: +9 to hit, reach 5 ft, one target. Hit: 9 (2d6 + 2) slashing damage. The target makes a 15 DC dexterity saving throw. On a failed save, the target is grappled (escape DC 15).

If the pincer is not grappling anyone, Selket can make another attack with a pincer using a bonus action during her turn.

The pincer can be attacked and destroyed if it's dealt 30 damage. The pincer's AC is 13.

Crush. A creature that is currently grappled by a giant scorpion pincer makes a DC 15 strength saving throw, taking 16 (3d10) slashing damage on a failed save, or half as much on a successful one.

Blood to Venom (2 legendary actions). Selket chooses a point she can see within 60 feet. Each creature's wound within a 30-foot-radius sphere centered on that point starts seeping venom, bursting the streams of venomous blood towards all creatures within affected area. Each creature within the area must make a DC 15 constitution saving throw. On a failed save, the creature takes 3 (1d6) poison damage plus 3 (1d6) more poison damage for each affected creature with less hit points than their maximum. The damage is halved on a successful save.

High Priest of Egypt

The Gods created us so they could rule over us. To impose their morals on us. They conceived us as mindless puppets, spineless lapdogs. And so we were, for an inappropriately long time. But no more.

A new era is upon us. Times that will finally match our ambitions. From now on, we will be the ones to decide who deserves to die and who is worthy of eternal life.

We are raising up an army from among the dead bones. We will march against their self-proclaimed regime. We will murder the Gods and raise them as our slaves...



High Priest of Egypt

Medium humanoid (any race), Chaotic evil

Armor class 16

Hit points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	18 (+4)	13 (+1)

Saving Throws Wis +7

Skills Medicine +10, Religion +6

Senses passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Defiance of the Gods. High Priest of Egypt is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). High Priest of Egypt can only cast spells listed in The Ten Plagues action, using the special rules from that section.

Actions

Quarterstaff. Melee or Ranged Weapon Attack: +5 to hit, or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) necrotic damage.

The Ten Plagues. High Priest of Egypt casts one of the following spells in succession starting from the first on the list. The sequence is shared among all High Priests of Egypt within 120-foot radius. Every spell is cast at its base level, Spellcasting level and class requirement is ignored.

Exsanguinate: Contagion (Slimy Doom)

Frogs: Polymorph (Frog)

Lice and Gnats: Infestation

Wild Animals: Conjure Animals (4 Giant Wasps)

Pestilence: Contagion (Flesh Rot)

Boil: Fireball

Hailstorm: Ice storm

Locusts: Insect Plague

Darkness: Maddening Darkness

Death: Power Word: Kill

Raise the Embalmed (1/day). High Priest of Egypt imbues a target embalmed corpse in 60-foot radius with false life, raising it as an undead Mummy creature. Choose an order for the Mummy. It continues to follow the order until the task is complete. High Priest of Egypt may use an action to issue a new order for the Mummy. The Mummy remains an active undead creature for 24 hours. High Priest of Egypt may choose to use another charge at the end of this effect to extend the duration of this ability by another 24 hours.

Dalia, Chosen of Selket

The Gods molded us to love and to suffer, as love always ends in tragedy unless the lovers die in one breath.

Gods gave Dalia the gift of love, and then, in the twinkle of an eye, took it away from her. Always self-collected and level-headed, she was completely helpless against the all-consuming black hole forming within her heart. She threw up hands in despair: "Bring him to me, I cannot live without him!". Dead silence was the answer to her prayers.

Inconsolable and resolved, she reached out to Anubis, God of Death, Lord of the Afterlife "Asim was a wonderful soul, brave and gentle. All his life, he served in the name of the Gods. He died in the name of the Gods. Grant him the gift of mercy, he deserves more time to finish his deeds!". The will of Anubis was unyielding.

Flabbergasted by omnipresent indifference, throwing caution and reason to the winds, Dalia turned to Selket, an insidious Goddess, zealous for power and chaos. Dalia was handed the Grimoire of the Dead, the taboo book with forbidden texts to raise the dead...



Dalia, Chosen of Selket

Medium humanoid (Human), Chaotic neutral

Armor class 17 (studded leather)

Hit points 227 (35d8 + 70)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +10, Cha +8

Skills Acrobatics +15, Perception +6, Stealth +10, Survival +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 14 (11,500 XP)

Keen Hearing and Sight. Dalia, Chosen Of Selkhet has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Unearthly Rider. Whenever an allied mountable creature moves into a space 5 feet away from Dalia, Chosen Of Selkhet, she may use her reaction to mount that creature.

Leaping Attack. Attack. Whenever a creature Dalia, Chosen Of Selkhet is mounting uses a Trampling charge or Pounce ability, she may use her reaction to dismount, moving to any free space within 15 feet and make a melee weapon attack with advantage. +9 to hit, reach 10ft., one target. Hit: 23 (3d12 + 4) bludgeoning damage.

Spellcasting. Spellcasting. Dalia, Chosen Of Selkhet is a 11-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Dalia, Chosen Of Selkhet knows the following warlock spells:

Cantrips (at will): chill touch, eldritch blast, infestation, mind sliver, poison spray, prestidigitation, toll the dead
1st-5th level (3 5th-level slots): Blight, Cause Fear, Counterspell, Danse Macabre, Earthbind, Hex, Intellect Fortress, Mind Spike, Shadow of Moil, Spirit Shroud, Synaptic Static

Shroud of Selkhet. When Dalia, Chosen Of Selkhet's hit points are less than half of her maximum value, she manifests an aspect of Selket's dreadful power. She gains the following abilities while transformed:

Thorns of Black Dalia: Whenever Dalia, Chosen Of Selkhet is hit with a melee attack, the attacker must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage and become poisoned on a failed save, or half as much damage on a successful one.

Sting of Grief: Once during each of Dalia's turns, when she hits a creature with an attack, she can force it to make a DC 16 Charisma saving throw, and if the saving throw fails, the target is frightened until the end of Dalia's next turn.

Dark Devotion: Dalia, Chosen Of Selkhet is immune to frightened and poisoned conditions.

Actions

Multiattack. Dalia, Chosen Of Selkhet makes two melee attacks with her scepter.

Scepter Strike. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 17 (2d12 + 4) bludgeoning damage.



Underground Monstrosity

Ambitious, avid of power, the high priests of Egypt buried themselves in the dark caves under the pyramids. There, within the tombs of the old kings of the past, they perform their ominous rituals.

Their vanity doesn't let them stop for a second. Human bodies, dead or alive, animal parts, twitching, swirling parcels are constantly brought in - the priests do not shy away from dubious schemes. Screams, howls are permanently echoing through the underground corridors.

Bam! The whole pyramid trembled. Bam! Bam! The unparalleled roar sent shockwaves throughout the hidden paths of the stone-dead realm. Have the priests finally gone too far?



The Underground Monstrosity

Huge monstrosity, Chaotic evil

Armor class 15 (natural armor)

Hit points 172 (15d12 + 75)

Speed 30 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	8 (-1)	10 (+0)	14 (+2)

Saving Throws Str +10, Con +9

Skills Athletics +10

Damage Resistances acid

Senses passive Perception 10

Languages Undercommon

Challenge 11 (7,200 XP)

One with the river. The Underground Monstrosity has advantage on stealth checks if it's submerged into a body of water large enough for the creature to fit.

Water breathing. The Underground Monstrosity can breath underwater.

Actions

Multiattack. The Underground Monstrosity makes three attacks: one with its Bite, one with its Constrict, and one with its Scimitar.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 17 (2d10 + 6) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Underground Monstrosity can't bite another target.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the Underground Monstrosity can't constrict another target.

Scimitar. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Choke. Any creature that is restrained by the Underground Monstrosity must make a constitution saving throw (DC 16). On a failed save, that creature loses their ability to hold their breath. If there is no source of air for that creature to breath, they start suffocating.

Aged bile (Recharge 5-6). 5-6. If Underground Monstrosity is not underwater, it exhales a stream of acidic bile in a 20-foot cone.

If Underground Monstrosity is underwater, this affects all creatures that are in the same body of water as Underground Monstrosity within 20-foot radius. Each affected creature must make a DC 15 Dexterity saving throw, taking 55 (10d10) damage on a failed save, or half as much damage on a successful one.

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